SCRIPT BITS!
Issue: Sonic the Hedgehog #173 (MAR'07)
Lead Story Pages: 8-15
Back-up Story Pages: 4-5

Welcome one and all to **Script Bits!** This monthly feature will take roughly forty-five percent of a story in Archie Comic's *Sonic the Hedgehog* and present it to you as insight into the writing process.

Part of the fun of this feature will be comparing what was written and what saw print. Sometimes the vision is tweaked as the artists interpret the script. Sometimes the original idea doesn't work once put on paper and must be adjusted from there. Sometimes the artist has a stroke of genius and does something different than what the script calls for - and it's for the better!

So pull out your copy of *Sonic the Hedgehog* #173 from March of 2007 and get ready to read along!

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Remembering "Round-Up"

As the title implies this story was a major catch-all moment for the series. There's a whole lot going on in this issues, so I'll try to take it all on point by point.

First thing you'll notice is we start the trend of the character "Roll Call" with this issue. This was a nifty idea from Mike Pellerito to help bring the new readers up to speed without sacrificing the story. Instead of trying to work in an explanation of who's who during the dialogue – which gets wooden *fast* – you get the essential info at the very beginning. The feature was set aside in STH#175 purely for presentation and has been consistent in every since.

The big moment of course is Antoine's proposal to Bunnie. These two have arguably seen the most character advancement in the series and this seemed like the natural next step. There was some talk around that they were a little young to be marrying, but remember that these characters have grown up fending for themselves for the most part and grew up fighting a guerrilla war. They're more mature than their age belies.

It was also an effort to bring something happy to the book. We'd had multiple character deaths and Fiona's betrayal up to this point, so a little bit of happiness for our heroes was due. And on a more bleak level, the tragedy that we were preparing for STH#175 would be all the more potent if juxtaposed to a moment of happiness.

To further that end we needed a major victory for our heroes. "The Darkest Storm" and "Order from Chaos" were bitter-sweet triumphs. The return of the Prowers

in “Comings and Goings” had a twinge of doubt to it, and the only other positive outcome was for Shadow in “I Am.” Our heroes were due. So it was decided to bring in all the B-rank villains. But what would entice all of them out of hiding?

The Master Emerald is the universal “must have” prize for all sides, so that was easy enough bait. But moving something as powerful and important as it raised all sorts of questions and problems. Who took it, and how? Where was Knuckles, and why isn’t he on top of it now? Even revisiting it here it feels like I need to draw out a flow chart. We’ll tackle it one step at a time.

Knuckles – he’s synonymous with the Master Emerald. He and the Chaotix would be on top of any attempts on its safety, so we needed a reason for them to be unavailable. These leads us into a couple of subplots to this subplot:

Angel Island – with things still tense between Knuckles and Locke, it’s believable that somebody could access Angel Island with ease. Revisiting that tension between father and son also serves as a small cobblestone to our big end-of-the-year event.

Julie-Su – it always bothered me that her mechanical dreadlock didn’t seem to serve any purpose other than to be ornamental. Regardless of the Dark Legion’s fanatical belief in technology’s superiority, they didn’t seem like the kind of people to waste anything. Thus Julie-Su acts as a transceiver.

Mina Mongoose – At the time I was writing the script there was a fair amount of concern over where ex-Freedom Fighter Mina was. Escorting Mina on her tour served the primary purpose of leading the Chaotix away while dealing with her. It even gave as a moment to remember Nack’s ruthlessness!

Rouge – Our ultimate antagonist for this story. Her plan is what gets the ball rolling and her character’s allegiances are nebulous enough we could have her play the role of hero and villain. The idea was that she was purposefully not being subtle, hence word reached Knuckles so far away. It also played into her plan of attracting the other villains.

But if she had truly stolen the Master Emerald there would be a great deal to answer for, even if they put it right back. Rouge is smarter than that, especially to take such a chance with her heart’s desire (Master Emerald *or* Knuckles). So we used the old bait-and-switch with the crude, but effective, table and lamp.

Alright, so we’ve set-up the converging of the villains and made sure the Chaotix are out of the way. But why go to the trouble of keeping them out of the picture? Why not send only a part of the team?

Another goal of this story was to send our original Freedom Fighters on a mission. Despite having everyone present for the giant throw-down that was “The Darkest Storm,” it wasn’t really the old dynamic that the book had so long ago. So here were have the original Freedom Fighters, laying low in the cover of night, to take on the enemy. It’s a maturation of the old raids on Robotropolis and a tip of the hat to the long-time readers.

This too had more elements to it than just that. This story was meant to show Sally was nearly back to her old self. If Sally has any flaw, it’s that she takes herself too seriously sometimes. Being the princess and figurehead of hope and freedom for the world can do that to you. So to have her open up and admit to her faults was a major step in bringing her back from the emotionally-shaky, distant queen-to-be and back to the self-assured tomboy we know and love.

Less blatant were the small touches to show that the rift between Sonic and Sally is healing slowly. The banter is a good sign that the awkwardness is diminishing. But take note of Sonic's first concerns when the fighting breaks out, and Sally's expression when she's whisked back to Knothole in the old-fashioned way.

Our heroes make short work of the two teams hired independently by Dr. Eggman to research the Master Emerald deal. Nack is fun to write as a low-powered villain, but I feel like he's becoming too sinister and is losing his bumbling roots from the SegaSonic canon. I hope to inject a little bit of silly into him in the future while keeping him a viable threat. Until then there's always Bean, who remains a delight to write, even though he's intimidating to write. Drama and action is easy. Comedy is murder. Also of note, this issue is the second time Bean makes reference to "the Armada." Funny, that.

Feeling a little weary from wading through the plot points? Take a breath because we're diving back in as Mammoth Mogul and Ixis Naugus make their first substantial appearance since they were captured in STH#164.

Where to start?

The pairing of Naugus and Mogul wasn't difficult. Both were power-hunger magic users, and making Mogul the founder of the Order of Ixis gave Naugus a reasonable enough reason to swallow his pride. The problem, however, was that either one alone would be a match for our heroes. Combined they were essentially unstoppable. Had Dr. Eggman not attacked with the element of surprise during "The Darkest Storm," Mogul could very well have won the day.

So the obvious route was to downgrade the powers. Naugus, with his mind-control and elemental manipulation, was almost too much in his own right. Despite his sworn allegiance to Mogul, I think we all knew a betrayal was inevitable. So to throw a wrench into the cliché we took the creepy chimera-man and made him into a very intelligent animal. Complimented by Tracy Yardley's toothy artwork, I think Naugus is substantially scarier now. He's also simpler to explain. Before, a new reader would wonder who the creepy goblin thing was and we would need to explain he was an elemental wizard from a long dead order and blah blah blah. Now he's a creepy goblin thing. Did I cheat by giving Naugus shadow-melding powers out of the blue? Probably. But I err on the side of simplicity and entertainment. And what's not entertaining about a goblin thing that pops out of the shadows?

Mogul, with his Chaos Emerald, was virtually a demigod. Without it, thanks to A.D.A.M., he's put onto the same level Naugus used to be. Mogul has obtained near omnipotence at least three times now: as Master Mogul in STH#56, as Master Mogul in STH#151, and when he commanded the Source of All in STH#164. He's been knocked down to mortal each time and now has been reduced to even less. I've found this slow deconstruction fascinating to toy with. When a villain's chief weakness is his ego, what happens when you beat up his ego enough? Hopefully you'll get to see what I think the answer is sooner rather than later.

So our over-the-top villains have been made manageable. As mentioned in my study of Mogul it now became a mission to bring them even lower. So we went with the comical route: Naugus's predictable defeat and Sally's triumph over Mogul using Nack's bike.

Whew! So we've deconstructed the reasons behind the plotting and all the smaller elements that were interwoven with each turn of events. Our heroes are victorious and the future is bright. Good enough for one issue, right?

Wrong!

We get one last parting shot from our main villain to keep the intrigue going. This is the first point of where we get a hint of Dr. Eggman armor that makes its debut in STH#175. I'll reveal its unofficial "official name" when I get to the write-up for that trilogy.

Now we're done . . . until we get to the back-up story!

Easter Eggs

- The icons around the characters in the Roll Call are modeled after the emblem Sonic pops out of at the very begging of the first two Genesis games.
- Knuckles referencing Vector picking up on Rouge's plan is a small nod to the Chaotix becoming detectives as much as they are mercenaries or Freedom Fighters.
- Bean and Bark ride on Extreme Gear airboards modeled after those seen in *Sonic Riders.*
- Bean's line: "Indy! Melon! Stale Fish!" are all trick names from *Sonic Riders,* further driven home by references to "off-buttons" and "user manuals."
- Nack's bike is called the "Marvelous Queen," hence the joke about Sally still being a princess.
- Naugus's shadow-melding, while it could come from any number of sources, is chiefly inspired by a villain from *Vampire Hunter D*
- The Egg Fleet comes almost directly from *Sonic Heroes*

PAGE EIGHT

PANEL 1 - SONIC is on his feet, looking towards the fight (off-panel left). ANTOINE stands, tucking his binoculars away and looking towards new targets (off-panel right)

SONIC
Sounds like the fun's started for the night.

ANTOINE
Oui!
We have two to deal with ourselves.

PANEL 2 - SONIC hesitates, still looking over towards the other fight. ANTOINE looks worried as well as he pulls his sword.

SONIC
Yeah, but . . . Sally's been out of it for so long . . .

ANTOINE
We must have ze faith that our princess and ma fiancée can fend for themselves.

SONIC
Right.

PANEL 3 - SONIC and ANTOINE run to confront their opponents. SONIC smirks and ANTOINE rolls his eyes.

SONIC
Besides, I'm fast enough to watch over both teams if need be.

PANEL 4 - SONIC and ANTOINE recoil a bit as BEAN THE DYNAMITE and BARK THE POLAR BEAR come over the rise of a hill riding AIRBOARDS. Please base their designs off those seen in StH#162-163.
BEAN looks delighted to be found. BARK is alarmed and angered.

BEAN
Awesome!
It's Swifty McQuickness and the Guy Who Talks Funny!

BARK
?!

SONIC
Oh no . . . not these two again!

<u>PAGE NINE</u>

PANEL 1 - Overhead shot as BEAN and BARK fly circles around SONIC and ANTOINE. SONIC and ANTOINE stand almost back-to-back.

SONIC
How did you guys get **Extreme Gear?**

BEAN
One of the perks of disserting the Armada in a rush!

PANEL 2 - Focus on ANTOINE. BEAN rushes past. We can see SONIC standing close to ANTOINE's back. BARK passes in the background, looking mortified.

ANTOINE
What do you want with ze Master Emerald?

BEAN

Nuthin'!
Our boss told us to scope it out secretly!
So don't tell anyone our secret mission, deal?

PANEL 3 - SONIC leaps upon BEAN, tipping the airboard back, and sending the two shooting into the sky. SONIC holds BEAN in a headlock and grinds his fist into BEAN's head. BEAN's face contorts in horror from the touch.

SONIC
No deal!
I owe you a headache, buddy!

BEAN
GAH!
Noogies!
DON'T INFECT ME WITH NOOGIE GERMS!

PANEL 4 - ANTOINE holds his sword up and ready as BARK bears down on him. BARK raises a fist, ready to punch. ANTOINE visibly sweats in nervousness, perhaps with a few visible tremors.

ANTOINE
That leaves you to you me then.

PANEL 5 - ANTOINE ducks and slices the underside of the airboard with his sword. BARK follows through with his punch, missing entirely, and looks startled.

SFX (along the cut)
SKZZZZT!

<u>PAGE TEN</u>

PANEL 1 - BARK falls flat on his face in the foreground, the remainder of his board sparking and falling aside. The rest of the panel has SALLY riding the MARVELOUS QUEEN and bringing it to a stop just short of BARK. BUNNIE sits side-saddle behind SALLY and holds up an unconscious NACK with her robotic arm.

SALLY
Nice sword-play, Antoine.

BUNNIE
Looks like we're cleanin' up nicely tonight.

PANEL 2 - ANTOINE holds his sword at BARK's face. BARK barely rises into the panel, rubbing his head and glaring at the blade. ANTOINE smiles proudly and points skyward with his free hand. Sneak SALLY and BUNNIE's heads into the foreground.

ANTOINE
Merci, ma princess.

SALLY
Where's Sonic?

ANTOINE
He has Bean.

PANEL 3 - BEAN/SONIC tussle on the airboard as it flips over backwards a number of times. We see a series of transparent loop-de-loops trailing them to show the flips. They are in silhouette against the full moon.

BEAN
Indy!
Melon!
Stale fish!

SONIC
Where's your off-button?!

BEAN
Please consult your owner's manual!

PANEL 4 - SALLY, BUNNIE and ANTOINE look skyward. A few green feathers flutter down into the scene.

SFX (top of panel)
THWOK!

SONIC (off-panel)
There it is!

PANEL 5 - SONIC comes gliding down on BEAN's airboard, BEAN unconscious over his shoulder. SALLY still sits on the MARVELOUS QUEEN. SALLY and SONIC smirk at each other.

SONIC
Hey!
It's the Marvelous Queen!

SALLY
I'm still just a princess, but thanks.

SONIC
I'll let you have that one.

SALLY
You should.
Now that we have these thugs . . .

BEAN (small, an aisde - wavery bubble)
No more for me, I'm driving . . .

PAGE ELEVEN

PANEL 1 - A deep ravine in the marshlands. Grasses overhang the edges of the bowl-like depression. It's almost cave-like. ROUGE THE BAT lounges atop what we *think* is the MASTER EMERALD. There is a tarp lying over it, and we can only make out some green light through parts of the tarp and under the very edge. ROUGE looks bored out of her mind.

TEXT BOX (Sally)
. . . let's go confront Rouge.

ROUGE
Jeez . . .
I offer up the "Master Emerald" and there are no takers.
What does a girl have to do to get some attention these days?

PANEL 2 - ROUGE sits up sharply, startled.

MOGUL (off-panel)
Rest assured, madam . . .

PANEL 3 - Large panel. We see MAMMOTH MOGUL emerge from the shadows. Play up his size and sense of regality. At the same time, he should look tired - almost haggard. IXIS NAUGUS slinks around MOGUL's side like a cat or snake might. NAUGUS wears a mindless, snarling smile. See S#163 for references.

MOGUL
. . . you and your generous offer have gone far from unnoticed.

NAUGUS (ambient)
Hisssss….

PANEL 4 - ROUGE backs away from the "MASTE EMERALD" and honestly looks alarmed. MOGUL and NAUGUS approach the "MASTER EMERALD."

ROUGE
M-Mammoth Mogul!
I-I wasn't expecting somebody like you!
I mean - I thought you were -

MOGUL
Imprisoned?
For a time, I was . . .

PAGE TWELVE

PANEL 1 - Front view of MOGUL's face, which dissolves into flashback. We see DR. FINITEVUS (see S#160) smiling wickedly. Behind him, we see shadowy silhouettes of the DESTRUCTIX (see S#162-164). We just need to get the idea FINITEVUS has a small army behind him.

MOGUL
Dr. Eggman had indeed incarcerated my minions and I within his Egg Grapes.*
Shortly thereafter, some fiend called **Finitevus** rescued my Destrutctix and made them his own.**

EDITOR'S NOTE
Here he goes . . .
*StH#164
**StH#165

PANEL 2 - The flashback continues, starting at the left of the panel and segueing into NAUGUS's sly/insanely smiling face. In flashback, we see MOGUL doubled-over and clutching his chest, looking both pained and horrified. In silhouette, we see TOMMY-A.D.A.M. holding aloft a brilliantly shining GREEN CHAOS EMERALD. (see S#168-169 for TOMMY-A.D.A.M.)

TEXT BOX (Mogul)
I had to use Ixis Naugus to protect myself from the affects of the Egg Grapes until we were "rescued."
The enigmatic presence known as "Anonymous" released us as decoys and stole my precious **Chaos Emerald,** thus limiting my power.***

TEXT BOX (Mogul)
The experience has left me power-starved and Naugus, my loyal servant, is little more than feral now.

NAUGUS

Hissss….

EDITOR'S NOTE
***S#168 - we think he's done!

PANEL 3 - MOGUL greedily reaches towards the covered "MASTER EMERALD." NAUGUS peers at it, all teeth. ROUGE looks very, very concerned.

MOGUL
But now, with this precious gemstone, my power will not only be restored, but enhanced to a degree that -

PANEL 4 - MOGUL and NAUGUS recoil as SONIC lands atop the "MASTER EMERALD" and BUNNIE hovers down, arms crossed, jets firing from the soles of her feet. SONIC looks drolly amused.

SONIC
I take it back - Bean's a lot easier to listen to.

MOGUL
SONIC!

SONIC
Hey, Mogul.
Good to see you're as ugly as ever.

<u>PAGE THIRTEEN</u>

PANEL 1 - MOGUL smiles wickedly and makes a pointed gesture to NAUGUS. NAUGUS fades into the inky-black shadows with a wide, nasty smile. Make this as spooky as possible.

MOGUL
You are a fool to challenge me, hedgehog.
Naugus may have lost his mind and elemental magic
But he has somehow gained the power to shadow-meld
Appearing anywhere before you can - !

PANEL 2 - SONIC lounges against the "MASTER EMERALD," still amused. BUNNIE frowns, arms still crossed as she brings her robotic arm up at the elbow, smacking the shadows behind her. Please try to make the shadows appear menacing around them, despite their nonchalant nature.

SONIC
Fifty rings say he tries to pop out right behind us.

BUNNIE
Prolli.

SFX (fist / shadow)
SMACK!

PANEL 3 - Everyone watches as NAUGUS falls out of the shadows, hitting the ground face-first. BUNNIE still holds her fist where she hit. ROUGE looks much more relieved. MOGUL is stupefied.

SFX (Naugus / ground)
WHUD!

PANEL 4 - SONIC and BUNNIE look at each other in the foreground. SONIC hooks a thumb skyward. In the background, MOGUL points his cane at them like a magic wand.

SONIC
Do you want to get Antoine for this?

BUNNIE
Nah, he can finish tyin' up the others with Sally.

MOGUL
I shall not succumb to you mortals so easily!

PAGE FOURTEEN

PANEL 1 - MOGUL raises his free hand Dr. Strange-style (pinky, index and thumb held out) and still brandishes his cane as a wand. Swirls of misty energy encircle the end of his cane and hand. MOGUL should - for this panel - look spooky and intimidating - and livid.

MOGUL
My size and strength are still great
And I still possess the full range of my Ixis Magiks!
If you wish to sacrifice yourselves needlessly,
Then come -

SFX (ambient)
Vmmmmmmmmm!

PANEL 2 - SALLY rides the MARVLOUS QUEEN into the ravine and lands on MOGUL. SALLY stands on the bike like a jetski. MOGUL flails under the bike and collapses.

SALLY
You have the right to remain silent!

SFX (impact)
WHAM!

PANEL 3 - SALLY hops from the bike with a smug smile. ROUGE and SONIC applaud. BUNNIE laughs and flies out of the ravine, hauling NAUGUS up with her by the cape.

SONIC
Now **that** is an entrance.

ROUGE
I'd give it a ten.

SALLY
Thank you, thank you.
Bunnie, let Antoine know we'll need more rope.

BUNNIE
Ha-ha!
Will do, Sally!

PANEL 4 - SALLY and SONIC round on ROUGE, who looks surprised. We see the "MASTER EMERALD" in the background.

SONIC
Five down . . .

SALLY
. . . one to go.

ROUGE
What?
Now hold on, I'm on your side in all this.

<u>PAGE FIFTEEN</u>

PANEL 1 -SONIC and SALLY stand in the background, looking judgmental. ROUGE pulls the tarp away to reveal what she really had - a dinner table with a green spot-lamp shining underneath it. ROUGE looks pleased with herself.

SALLY
By stealing the Master Emerald?

ROUGE
Hardly!
It was a simple prop to lure in some of the dregs for an easy sting operation.

PANEL 2 - SALLY levels a finger at ROUGE. ROUGE leans in, not intimidated in the least.

SALLY
But why not bring us in on this?

ROUGE
I work best alone, princess.

SALLY
Then why do this for us at all?

ROUGE
It wasn't for you at all . . .

PANEL 3 - ROUGE hugs herself and blushes slightly. SONIC gives her a look that says "I can't believe you."

ROUGE
. . . I did it for Knuckles.
I wanted to show him I can be a good girl and play by the rules.

SONIC
And you didn't think he might be a **little** angry at the thought you stole the Master Emerald and dropped his homeland into the ocean?

PANEL 4 - ROUGE saunters away from SONIC and SALLY. SONIC and SALLY exchange untrusting looks.

ROUGE
He strikes me as the kind of guy to let the ends justify the means.
Besides, no harm - no foul, right?
Let's clean up this mess and head back **home.**

Remembering "See Ya Later, Chao!" Part One

If you've read the previous "Script Bits," then you know already that sometimes the story doesn't when it was initially intended. This story is perhaps the most blatant example. The solicitations for this story first ran for STH#155 back in 2005!

"See Ya Later, Chao!" was more-or-less the try-out for myself and Tracy Yardley. It was our strengths on this story that landed us the positions we're in today. That said it's a bit disarming to see how rough we both were back then. The story is still solid, it works well and I'm proud of both our efforts as a couple of novices. It's like looking at your baby pictures.

One of the chief ideas of this story, outside of showing what I could do as the series writer, was to bring the chao in as a recurring element to the series. The plan hasn't been torpedoed by the odd placement of this story, but it won't be handled in the same way as initially planned.

With this story I set out to play upon both my Sonicy strengths: my familiarity with the comic's canon and with the SegaSonic material. This story can work as a basic chao rearing manual, but it also makes reference to material dating back to the old "Death Egg Saga" mini-series. Also, I ask you forgive the bad chao puns. They were unavoidable.

Finally, you'll notice the format from the script selection is completely different from those featured in the other "Script Bits" write-ups. This is further evidence of just how early in my career this story was written.

Easter Eggs

- Chao exposed to Speed-type animals eventually evolve into Sonic-looking chao, hence the chao Sonic plays with the most turns into a "Sonic Chao."
- The Flying-type chao were modeled after NiGHTS, a jester-like character whose game mechanics is built around flight.
- The scripted name for Sonic's chao was "Chonic," completing the "Chails" and "Chuckles" joke.

PAGE 4

Panel 1 - SONIC looks about, a little concerned. TAILS approaches with the flying-type chao cuddled to his chest. The garden remains the same behind them with chao constantly in play - maybe one or two sprawled on the ground asleep.

TEXT BOX (Sonic - blue)
And they have the weirdest life-cycle . . .

SONIC
Where did Chonic get to?

TAILS
Who?

SONIC
I named the fast one "Chonic" after me. That one you have can be "Chails."

Panel 2 - SONIC smirks at KNUCKLES, the latter of which is *not* amused. He still has that one chao clinging to his dreads. Same background scene as previously stated.

SONIC
And yours can be "Chuckles."

KNUCKLES
Har-dee-har-har.

TAILS
Where did you see him last?

Panel 3 - SONIC points to a pair of cocoon-eggs by the side of the lake. For once, we don't see any other chao running around. Make the cocoon-eggs the focus of the panel. These are fat tear-drop-shaped blobs. They're almost entirely white, tapering into a golden point.

SONIC
He was sitting right over there. You don't suppose he's in one of those cocoon-looking things?

TAILS
Maybe. I - **look!**

Panel 4 - A Sonic-chao emerges from the one cocoon while the other unravels around a chao-egg. Have the Sonic-chao look surprised as his cocoon unravels around him into paper-thin strips. Give enough shape to the unraveling to remind us what they just were.

SONIC
Dude! Chonic totally grew into a big chao!

SONIC (smaller - an aside)
And a good-looking one at that.

TAILS
While another chao seems to have gone back to being an egg.

Panel 5 - TAILS muses while SONIC kneels to pet the happy Sonic-chao. KNUCKLES joins them, chao still swinging from his head. TAILS' chao looks up at the fox from his chest. Keep the background clean since this scene is a bit cluttered as-is.

TAILS
Chao seem to grow and mature pretty fast, so I guess they developed this natural form of reincarnation to make up for their unusually short life-spans.

Panel 6 - A shadow falls over them all. Our heroes look up, surprised. The flying-type and Sonic-chao take off while "Chuckles" clings to the dreadlock, swinging as KNUCKLES turns his head rapidly. They all look to the upper-right corner of the panel.

EGGMAN (from off-panel)
Fitting that you'd mention short life-spans, Tails!

PAGE 5

Splash panel - Full page. A blimp (ala Egg Albatross from *Sonic Heroes*) flies in. It carries an enormous robot drill under it via tethers. (Think of the drills out of the last *Matrix* movie. It's stabilized by four giant rockets that are attached to a ring that's atop the drill. Think of them as fire-shooting spot-lights.). Chao run about frantically, frightened, with spiral emo-dots. Our heroes stand defiantly despite being dwarfed by the device. Have our heroes cover the bottom-middle of the page. Cut them off at the waist if you need to so that you get enough room to show the drill, blimp, chao garden and the many terrified chao.

Circular off-set panel - Eggman's cackling, villainous face. Have the panel to the opposite corner you have SONIC looking.

EGGMAN
Arrivederci, chao!

TEXT BOX
To Be Continued . . .!